

THE JOURNEY

Travel Between Adventures

The world beyond the dungeon is vast and perilous. When the Heroes travel between a completed Quest and their next destination—whether another Quest or a town—they must undertake The Journey. The Journey is resolved using tarot-sized Journey Map Tiles.

Determine travel length:

The Dungeon Master rolls 3 Combat Dice.

- Each Skull rolled adds 1 Day to the Journey.
- Shields add nothing.

The Heroes must resolve 1 Journey Tile, plus 1 additional tile for each Skull rolled.

Example:

If 2 Skulls are rolled, resolve 3 tiles total.
Place each tile in a line to form the path.

TURN ORDER

Before resolving the first tile, determine turn order. Each Hero rolls 1 six-sided die (1d6).

- The Hero with the highest result goes first.
- Ties are re-rolled between tied Heroes.
- Each Hero resolves one tile per turn.
- If a tile results in combat, resolve it immediately. After combat ends, continue Journey rotation with the next Hero.

SETUP

1. Shuffle the appropriate Journey Deck.
 2. Reveal and resolve tiles one at a time.
 3. Place each tile in a line to form the path.
- Each tile must be fully resolved before revealing the next.

RESOLVING A TILE

When a Journey Tile is revealed:

1. Place the tile to extend the path.
2. Draw 1 Journey Event Card.
3. Read the Event aloud and resolve its effects immediately.

Unless stated otherwise, the Event affects all Heroes. After the Event is fully resolved, proceed to the next tile.

After the Event is fully resolved, that Hero's turn ends. The next Hero in turn order then reveals and resolves the next Journey Tile. Continue rotating in this manner until all tiles have been resolved.

If an Event causes combat, resolve it using normal combat rules. After the Event is complete, discard the Event Card. Reshuffle the discard pile if the Event deck runs out.

ARRIVAL

After the final tile is resolved, the Heroes reach their destination.

For even the shortest road may become a long and dangerous path...